H₂O \text{OW LOW} \ldots \text{can you go?}
Overview

- Low-fi prototype of H₂OW Low? UI
- Using POP as a prototyping tool
- UI testing scenarios
- Experiment method and results
Mission Statement

Our mission is to provide a means of accurately tracking water usage on personal and aggregate levels, as well as a source of external motivation to conserve.
Representative tasks

- Track personal water usage data
- Join conservation competition
- Visualize population water patterns
Lo-fi prototype structure

Prototype on Paper
Task 1: Track personal water usage data
Task 2: Join conservation competition
Task 3: Visualize population water patterns
Experimental method
Experimental results

- Hesitation in finding notification
- Confusion with redirect after accepting invitation.
Experimental results cont.

- Ambiguous “City” label

- Trouble identifying difference between “Campus Competition” and “City Statistics”
Suggested UI changes

- main screen should be more visual (ex. friend screen)
- Hi Name/notification icon should be on every page
- rename city to be more inclusive
- more creation/initiation - mostly about receiving data right now
- integrate tips
Summary

- Designed UI prototype
- Created test method
- Conducted interviews
- Gathered results:
  - bold important features
  - clear labeling
  - creation capabilities